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ID	Requirement	Description	MoSCoW	Time
1	Multiplayer	Multiplayer turns between connected users	Must	High
2	Web Accessible	Playable on a web browser	Should	Med
3	Game is Complete	Users can play a full version of the game	Must	High
4	Single Player Mode	Users can play single player (vs computer AI)	Won't	High
5	Movement	Units move (with varying movement distances) correctly	Must	High
6	Unit behaviour	Units have to use unique moves	Must	High
7	Tutorial / Help	Users can learn and understand the rules and mechanics of the game	Must	Med
8	Matchmaking	Users can host and join a game session	Must	Low
9	Gamification	Appropriate gamification mechanics should be implemented	Must	High
10	Challenge	The game should be offer enough challenge to invoke critical thinking	Must	Med
11	Account Registration	Users are able to register and login (with safe password hashing and authentication)	Could	Med
12	Save Profile	Users profiles are saved	Could	Med
13	Achievements	Users can earn achievements from progress	Could	Low
14	Unit Stat Board	Users can see the status of all units	Should	Low

1 Requirements

1.1 Stakeholder - Personas

1.2 Functional Requirements

1.3 Non - Functional Requirements

1.4 User Stories

Was debating whether to do a product backlog here, but the Gantt charts serve basically the same purpose

1.5 Project Management Tools & Techniques

1.6 Constraints

1.7 Risk Assessment

Haven't updated risk assessment or gantt chart since last report - are these still necessary in this section?

1.8 Gantt Chart